

SUPER SNAKE TRAPPER

Super Snake Trapper is a two-player game of skill. You have to move your snake around the screen without hitting the walls, the other snake or yourself. If you do hit something your score goes down. If it reaches zero you lose. If you are about to crash you can press the fire button and you will be put somewhere randomly on the screen, but the computer might land you on something and you will lose points. Joysticks are required to play this game.

Because of my printer's limitations I could not include graphics symbols in the program print-out so here is a list of them:

line 15
"Shift A,Shift Y (x21),Shift S"
line 20
"Shift I,Ctrl.,SUPER SNAKE TRAPPER,Ctrl.,Shift"
line 25
"Shift D,Shift T(x21),Shift F"
line 30
"Shift J,BY ROBERT DUNCAN, Shift J"
line 55
"Shift J"
line 60
"Shift J"
line 700
"Shift J(x2)""Shift J(x2)""
line 710
"Shift J(x2)""Shift J(x2)""

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5 POKE 30744,1:CLS
10 PRINT@292,"HIT ANY KEY TO CONTINUE"
15 COLOR RND(6)+2:PRINT@36,"
20 PRINT@68," SUPER SNAKE TRAPPER "
25 PRINT@100,"      2 spaces
30 PRINT@167," BY ROBERT DUNCAN "
35 PRINT@203," (19/12/84)"
40 PRINT@292,"                                ":SOUND 15,1
45 K$=INKEY$:IF INKEY$=""THEN 10
50 PRINT@356,"TYPE IN PLAYER 1'S NAME"
55 COLOR 3:PRINT@423,,:INPUT S$:PRINT@423," "
60 PRINT@371,"2":COLOR 4:PRINT@455,,:INPUT T$:PRINT@455," "
70 PRINT@294,"PRESS <S> TO START"
75 SOUND 15,1:SOUND 16,1
80 K$=INKEY$:IF INKEY$<>"S"THEN 75
100 US=37500:VS=37500
105 CLS:MODE(1):COLOR 2:FOR A=0 TO 127:SET(A,0):SET(A,63):NEXT
106 AZ=3750:FOR A=1 TO 62:SET(0,A):SET(127,A):NEXT
110 FOR A=1 TO 62:SET(0,A):SET(127,A):NEXT
115 W=17:X=17:Y=110:Z=17:W1=1:X1=0:Y1=-1:Z1=0
120 AZ=AZ-1:COLOR 3:U=(INP(43)AND 31)
124 IFU=15 THEN X=RND(62):W=RND(126)
125 IF U=30 THEN W1=0:X1=-1
130 IF U=29 THEN W1=0:X1=1
135 IF U=27 THEN W1=-1:X1=0
140 IF U=23 THEN W1=1:X1=0
141 IF U=26 THEN W1=-1:X1=-1
142 IF U=25 THEN W1=-1:X1=1
143 IF U=22 THEN W1=1:X1=-1
144 IF U=21 THEN W1=1:X1=1
145 W=W+W1:X=X+X1
150 IF W=Y AND X=Z THEN 300
155 IF POINT(W,X)=2:US=US-AZ:N$=S$:GOTO 400 ELSE 160
160 IF POINT(W,X)=3:US=US-AZ:N$=S$:GOTO 500 ELSE 165
165 IF POINT(W,X)=4:US=US-AZ:N$=S$:GOTO 600 ELSE 170
170 SET(W,X)
200 COLOR 4:V=(INP(46)AND 31)
204 IF V=15 THEN Y=RND(126):Z=RND(62)
205 IF V=30 THEN Y1=0:Z1=-1
210 IF V=29 THEN Y1=0:Z1=1
215 IF V=27 THEN Y1=-1:Z1=0
220 IF V=23 THEN Y1=1:Z1=0
221 IF V=26 THEN Y1=-1:Z1=-1
222 IF V=25 THEN Y1=-1:Z1=1
223 IF V=22 THEN Y1=1:Z1=-1
224 IF V=21 THEN Y1=1:Z1=1
225 Y=Y+Y1:Z=Z+Z1
230 IF W=Y AND X=Z THEN 300
235 IF POINT(Y,Z)=2:VS=VS-AZ:N$=T$:GOTO 400 ELSE 240
240 IF POINT(Y,Z)=4:VS=VS-AZ:N$=T$:GOTO 500 ELSE 245
245 IF POINT(Y,Z)=3:VS=VS-AZ:N$=T$:GOTO 600 ELSE 250
250 SET(Y,Z)
255 GOTO 120
300 MODE(0):CLS:VS=VS-AZ:US=US-AZ
325 PRINT@38,"YOU HAD A COLLISION"
350 GOTO 700
400 MODE(0):CLS:PRINT@32,N$;","YOU HIT THE WALL":GOTO 700
500 MODE(0):CLS:PRINT@32,N$;","YOU HIT YOUR OWN TAIL":GOTO 700
600 MODE(0):CLS:PRINT@32,N$;","YOU HIT THE OTHER SNAKE":GOTO 700
700 COLOR 3:PRINT@203,"      ";PRINTUSING"#####";US;:PRINT "
710 COLOR 4:PRINT@267,"      ";PRINTUSING"#####";VS;:PRINT "
720 IF VS<1 AND US<1 THEN PRINT@362,"IT IS A DRAW":GOTO 760
730 IF US<1 THEN PRINT@362,;T$;" WON":GOTO 760
740 IF VS<1 THEN PRINT@362,;S$;" WON":GOTO 760
750 FOR A=0 TO 3000:NEXT:GOTO 105
760 PRINT@455,"ANOTHER GAME (Y/N)?"
770 K$=INKEY$:I$=INKEY$:IF I$="Y"THEN RUN ELSE IF I$<>"N"THEN 770

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